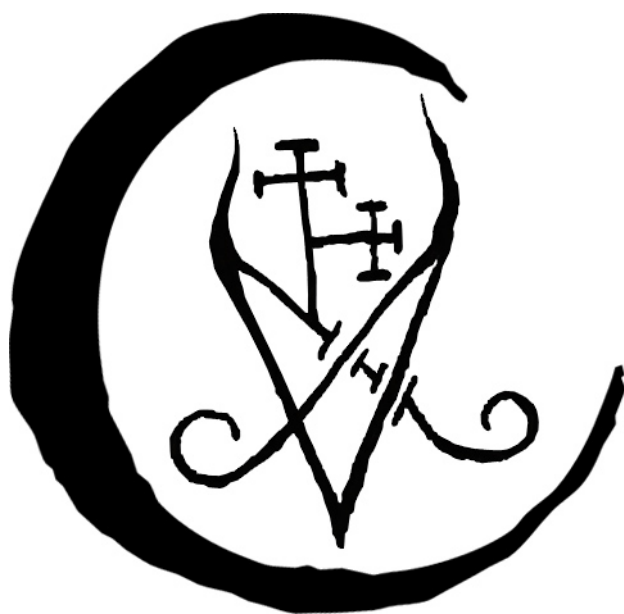


The Temple of Maergzjirah



Maergzjiran Cabal Disciple Packet

Tenants of the Cabal

In 1477, a council of Ascended black magicians within the Cabal summoned the Nine Blighted Lordly Archdemons of the Black Court where they devised a proper manifest and system of tenants by which all brothers and sisters of the Cabal would live and die by.

The tenants of this Infernal Council were known as “Lancok A Szakadek”, or “Chains of the Abyss”, and laid the foundation in naming and birthing the Maergzjiran Cabal. The tenants among mages within the Cabal are as follows:

- 1.) Never reveal the secrets of the Maergzjiran Cabal to the uninitiated, unless by strict direction of a Grand Magus;
- 2.) Enemies of the Cabal shall not be tolerated excepted be for subterfuge or when giving quarter;
- 3.) Total proficiency shall be made in magickal execution for continued advancement and privilege within the Cabal.
- 4.) Mages shall prove their mastery of magicks through patron before being admitted into the discipleship paths;
- 5.) Strict observance shall be made of all sacred days of the calendar;
- 6.) Obedience to a superior mage shall be given upon order of an instance or intermediary action.
- 7.) Complete fealty shall be given to the Patriarch of the Cabal, the Nine Blighted Vassals of the Black Court, and the Ascended Vassals of Maergzjirah, respectively;
- 8.) No Brother or Sister shall be named of any degree, rank, or title unless honored so by the direct decision of a high council of magi;
- 9.) Apostates will be branded, hunted, and prosecuted according to a decision of fate by a High Council of Magi;
- 10.) The word of the Patriarch is the word of Maergzjirah.

It is to this day, that the Chains of the Abyss still bind the Brothers and Sisters of the Maergzjiran Cabal and through it, a rigid lifestyle is kept which nourishes the soul, the id, the ego, superego, and acknowledges the need for divine supremacy. All individuals within the Cabal also acknowledge a lesser series of tenants which outline the voids within such a magickal-minded society. While all magi within the Cabal have adopted these into their lives, it is not mandatory, though understandably, it is wise to do so. Referred to as the Lesser Chains of the Abyss, they are:

- 1.) An apostate shall be named of anyone who, upon initiation, denounces magickal practice, the Maergzjiran Cabal, and/or Maergzjirah and its Legions;
- 2.) An apostate shall be named of anyone who willingly harms, betrays, or otherwise seeks ill will upon another Brother or Sister of the Cabal;

- 3.) The “Unholy Hours” or calendar days shall be celebrated with revelry and abundance of all means honoring the Archdemons;
- 4.) Service shall be given unto one’s superior; charity in return for knowledge;
- 5.) None outside of the Cabal shall be regarded as friend or family;
- 6.) Sacrifice of oneself must be made at least once per year unto one’s patron;
- 7.) One shall live with or near another of the Cabal as to ensure safety of oneself as well as both magickal secrets and the secrets of the Cabal;
- 8.) When able, one shall give to another Brother or Sister’s relief as liberally as possible, including nourishment, shelter, coin, harboring secrets, and emotional comfort;
- 9.) No secret shall be withheld by a mage unto their superiors;
- 10.) When able, all magi shall contribute to the expansion, protection, and betterment of the Temple, including, bringing others into the fold, charity of time, coin, or physical labor, offering wise council, and assisting in all manner to other magi in need, but more especially to one’s superior, if need be.

Due to the Chains which have bound all Brothers and Sisters of the Cabal, it is easy to understand why it has been able to continue to grow and build its strength whilst evading the constant zealotry of society and religion that would seek nothing less than to destroy it completely.

Being a Disciple in the Maergzjiran Cabal enables one to request invoices for special relics, receive discounts, and acquire other offerings throughout the year. Please familiarize yourself with the following letter posted in regards to acquiring special relics and invoices...

“Brothers & Sisters,

This is a matter which needs to be addressed as it is becoming somewhat of a fiscal disruption. The ability to request invoices for special relics, discounted rates, and periodic offerings is a right given only to Disciples. It is one of the perks of being in the Cabal on the mundane level. It is something we ought not to take for granted. While we are pleased to extend this to every Disciple, unfortunately, we are encountering an issue which is becoming more frequent: not paying for relics.

Before this sounds like a rant, let me explain that for Disciples, the Grandmaster is the individual enchanting nearly all of the requested relics. He does this to give you the most out of your relic for he knows this craft in every dimension. As has been said before, enchanting relics requires a rather heavy debt of self to be paid into the spiritual well. When a request for an invoice is sent to us, we immediately begin crafting the relic. This is undertaken usually before we even have the opportunity to send along the invoice. Some of these relics are already finished and charging upon the altar. These relics are then set aside for the individual who has requested it. Of course, on the other end, the Disciple follows through and then the relics are shipped out once finished. However, when the Disciple does not, we are left with relics which

were held or crafted for the requesting individual and hence are left without a Master to utilize it. We do not believe in setting them in a drawer. They are kept upon the altar out of respect and to continue the cycle of the energy flow. However, this also takes up space and confines our ritual space. Please see the Temple Cleaning thread so see how many relics have been set aside for the above reasoning.

This is a matter of mutual respect between the Grandmaster and the Disciple. The Chains of the Abyss bind us to loyalty, trust, and communal benefit. This is no different. If anything, this should stand out as the Grandmaster does a great deal for the Cabal and its Disciples.

These following guidelines will go into effect on all future invoices [November 26, 2012]

I. While we do not mind Disciples letting us know what they plan on acquiring, as this does give us a heads-up, invoices, upon being requested are to be paid within 72 hours upon receiving said invoice.

II. Unless subjected to a personal catastrophe, in which the invoice cannot be paid, notify us as soon as possible.

III. Failure to abide by I. & II. will result in a warning.

IV. A second offense in this matter will result in the Disciple's rights as a Disciple null and void, thus leading to a removal from the rolls of the Cabal. Any desire to acquire any future relic(s) will be subject to acquiring directly from the website. This status marks the Disciple as an APOSTATE.

The necessity to revoke a Disciple's rights in this manner is something we truly do not wish to enforce, but we may have to in the future. While the vast majority of Disciples always have and surely will continue to follow this, this is stated for those who are not so punctual.

Thank you for everyone's vigilance and astute being."

Sacred Days & Unholy Hours

The Maergzjiran Cabal has a history of revelry regarding the celebration of newborn infants with the Dark Gift, the demise of enemies, the birth of new Disciples, and the Ascension. These observances began during the 1120's and have continued through the ages to the modern day. Some dates have been added due to their significance to the Drujziya family, the Maergzjiran Cabal, and to mages throughout the planes.

February 27, 1198

Recorded in Cabal history as the date when Zazazel Ascended, and successfully transfigured from his mortal flesh into a being of undeath and necromantic magick. This date also celebrates the dead, the undead, and the spirits of Keraktes. Offerings of blood, milk, bread, and fruit are left for the spirits. Mages call to one another, "Hail Keraktes!" or "Hail the dead!" as greetings.

March 28, 2012

On this day, Somnus Dreadwood, the current Ascended Grandmaster of the era forged a true bond with the Zhanith and with full mastery of their dominion, revealed the Tower of Umbra to the Maergzjiran Cabal. On this day, Disciples may regard one another as "Shades".

May 16, 1440

On this day, it was confirmed that by Sybastien Drujziya's dark magicks, a deathmark had been placed on the soul of Fra Giacomo - the Supreme Inquisitor of the Austrian/Hungarian Inquisition.

August 9, 1421

The birth of Sybastien Drujziya which eventually led to the formation of the Cabal and the Ascension of mages.

October 31 - November 1

Acknowledgment of Pagan Magi in celebration of Samhain.

October 26 - November 6, 1109

Known by the Maergzjiran Cabal as the Season of the Wtich, this time is celebrated as the time when the first Blood Pact was made with Cernobog and the bridge was formed between the mages of this plane and the Archdemons, their Legions, and the forces of Maergzjirah. Brothers and Sisters will acknowledge one another by saying, "Hail the dark(ness)!" or "Hail ye/we witches!" as formal greetings.

Hour of Infernal Darkness

Not actually an hour, but rather three hours between midnight and the third hour of night. These hours specifically are named during the Season of the Witch.

November 15, 1439

Celebrated as the date of Ascension. Known by the Maergzjiran Cabal as the Hour of the

Black God, it is a day of self-praise and self-honor. Mages typically revel, have grand feasts, and acknowledge each's magickal pursuits and accomplishments. On this day, mages regard each other by saying, "Grand Ascent!"

December 18, 1436

The date of second Blood Pact made between the Drujziya and the Black God. This was the date recorded that Sybastien Drujziya took on the blood of Cernobog and swore a second vow and chose to rebuild the Drujziya.

December 21 - 25

Acknowledgment of Pagan Magi in celebration of Yule To the Maergzjiran Cabal, the winter solstice, which falls on December 21 is a day of darkness and is believed that the planar gates are weakened and the threads of the planes are entwined, which allows for empowered magicks to be performed. Brothers and Sisters commonly regard one another by saying, "Dark days!", "Grand Solstice!", or "Well met in shadow!"

Towers & Hierarchy of the Cabal

Tower of the Profane **Non-specializing Disciples**

Grand Infernal Archmage
Infernal High Priest/Priestess
Infernal Archmage
Master of the Gate
Master of the Circle
Unhallowed Disciple
Vassal of Maergzjirah
Maergzjiran Apprentice
Maergzjiran Disciple

Tower of the Void **Discipleship of Astrael**

Eye of Astrael
Ascended Grand Oracle
Ascended Oracle
Oracle of the Gate
Oracle of the Sphere
Clairvoyant
Medium
Disciple of the Void

Tower of Nocturne **Discipleship of Belhara**

Night Lord/Lady of Nocturnus
Nightborn Archmage
Nightborn Master/Maiden
Nightborn Archon
Nightborn Vassal
Nocturnal Thaumaturge
Nocturnal Acolyte
Disciple of Nocturnus

Tower of the Iron Throne

Discipleship of Cernobog

Black God/Goddess

Count/Countess of Maergzjirah

Duke/Duchess of Maergzjirah

Vaerkurin Archon

Vaerkurin Warlock/Witch

Hellfire Archon

Hellfire Vassal

Disciple of Vaerkuris

Tower of Malady

Discipleship of Dranimarsh

Blight Lord/Lady of Blight

Master/Maiden of Disease

Lord/Lady of Pestilence

Virulent Master/Mistress

Magus of Malaise

Bloodgrove Shaman

Harbinger of Rot

Disciple of D'rizhanish

Tower of Whispers

Discipleship of Eldraath

Elder Incubus/Succubus

Master/Mistress of Domination

Possessor of Spirit

Possessor of Mind

Possessor of Flesh

Incubus/Succubus

Enchanter/Enchantress

Disciple of Szhai'larah

Tower of Pain

Discipleship of Hananjur

Grand Inquisitor
Master/Mistress of Suffering
Xend'nhilian Assassin
Royal Executioner
Grand Torturer
Torturer of Spirit
Tormenter of Flesh
Disciple of Xend'nhilin

Tower of Secrets

Discipleship of Mkegerod

Aphotic Archivist
Grand Archivist of the Coffers
Keeper of the Forgotten Tome
Unhollowed Archivist
Hermetic Archivist
Infernal Archivist
Scholar of the Shroud
Disciple of the Infernal Coffers

Tower of the Fallen

Discipleship of Baziel

Deathless Archon
Grand Archon
Fallen Archon
Priest/Priestess of the Fallen
Emissary of the Fallen Court
Amaranthine Adept
Fallen Brother/Sister
Disciple of Lezhen-Aronrhil

Tower of Atrophy

Discipleship of Zazazel

Grand Necromancer
Keraktian Archmage
Cadaverous Archmage
Bone Reader
Luminary Necromancer
Blood Mage/Witch
Necromancer
Disciple of Keraktes

Tower of Umbra

Discipleship of the Zhanith

Zhanith
Zhathiryn
Zhentikat
Fateweaver
Umbral Legionnaire
Shade
Shadowmancer
Disciple of L'Oirna Isto

- + Every mage begins his or her Ascent as a Maergzjiran Disciple.
- + Upon reaching the 2nd degree of the Ascent, a mage may choose to take a Discipleship path.
- + If a mage wishes to follow a Servitor of one of the Nine Blighted Lords, it may be done through the Blighted Lord/Patron's path.
- + Matrigal's Discipleship path is pursued through the Tower of Atrophy due to his unique place in Maergzjirah as both a Servitor of Cernobog, and as a Patron of the Vampir within Zazazel's Court of Keraktes.

Each tower represents a specialized path to power that will lead to a mage's Ascent. As a mage's arcane link may reside with a particular Archdemon or range of study, the Cabal organized the means of leading each mage down their selected path. Originally formulated during the first Grand High Council meeting in 1439, this has proven to offer a wider range of magickal study as well as proficiency and comfort for each mage within the Cabal.

The hierarchy above lists the ranks which can be obtained in each Tower and also represents the equality of power, level of achievement, and responsibility.

To gain rank in the Cabal, every Disciple must display a desire to learn, be proficient in their craft, be an active member of the Cabal, be in good standing, and able to perform the tasks placed upon them through their craft as well as at the request of their superiors.

1° – The Maergzjiran Disciple simply refers to your title upon being accepted into the Maergzjiran Cabal. Everything you have written on your petition and any further inquiry by the Cabal has proven your right to be of the Cabal.

2° – The foundation rituals have been successfully executed; the blood pact has been made and you've chosen your Tower.

3° – Twelve months have passed since your initiation via the blood pact and you've continued to remain proficient; growing in skill which has been observed in your experiences. Must also sponsor one new Disciple. Must exercise proficient use of at least three relics of power. This rank can be achieved in as little as six months with excellent observation of skill and magickal proficiency.

4° – Two years in the Cabal, combined multiple spell or ritual functions successfully via weaving magicks. Must be proficient with at least six relics of power. Sponsor at least two new Disciples.

5° – Three years in the Cabal. The Disciple must have brought in at least five other new Disciples into the Cabal via sponsoring. Leadership is a key to ascension by teaching, guiding, mentoring, and assisting others, both of lesser and superior rank alike. Must be proficient with at least ten relics.

6° – Four years in the Cabal. Active charity is made for the betterment of the Cabal. This can be in any selfless action that honors the Cabal and allows for further expansion, improvement, and empowerment. Must be able to fulfill any Cabal obligations asked of the Cabal that are requested by the Grandmaster or Grand High Council. Must be proficient with at least fifteen relics.

7° – Six years in the Cabal. A special test is administered to challenge the leadership, decision making ability, critical thinking, and mastery of the craft. An extensive contribution is made: of magickal power, knowledge, or the outlined format of a new magickal system, a pantheon of planar beings including dominion, sigils, etc. This is a simple example and it can be of a varied medium. This is to be discussed with a superior beforehand and must be accepted by the Grandmaster and Grand High Council. Must be proficient with at least twenty-five relics.

8° – Eight years in the Cabal. Must be a successful teacher who has assisted at least five Disciples in reaching the fifth degree and must have honorably administered at least ten tests, including the distribution and instruction of ritual as well as following proper procedure for raising a Disciple in rank. At least five of the Disciple's sponsored Disciples must have at least reached the fifth degree. Must have lead Coven at least once in a group of eight or more (including self). Must be proficient with at least fifty relics of power.

9° – Is directly appointed by the Grandmaster. Must have lead coven at least five times in groups of nine or more and administered at least twenty tests as well as fulfilled the duties thereof as described for the eighth degree. Must prove through a series of tests that the Disciple has perfect mastery over the magicks of their Tower and has completed the Rite of Apotheosis. Must be proficient with all relics of power aligned with your respective Tower. During the recovery and offering of new relics of the Tower, these are to be acquired and mastered as quickly as possible.

10° – As the Ascended Grandmaster of the Cabal, becoming the Patriarch or Matriarch is delegated by the convention of all Nine Grandmasters of the Towers in which they open a Black Gate for the coming of the Nine Blighted Lords. During this time, the Ascended Grandmaster is appointed by the nine-in-one voice of the Black Court.

The Keys of Mastery

This book contains the immortal word of the Lich as well as many helpful notes for dealing with various issues that occur throughout a magickal lifestyle. By adhering to the rules of magick and the keys of mastery, a Disciple will find a greater ease when Working toward their Apotheosis.

Magick is not an area of study, nor is it an aspect of self - it is the power of the soul being employed to action; to live and to act on a higher plane, shaping the lower world of flesh as one desires.

Doubt is failure. Thoughts exist on a higher plane, therefore their affect in lower worlds are much greater. Even the smallest sensation of doubt will result in disaster and failure in all things. To believe that by performing some act or executing a particular rite one will achieve greatness, they will in turn achieve grander outcomes.

The axis of good and evil is not a matter of morals and humanity, but rather deciding how far one will go in order to achieve the intended goal of their mission. Further, "good" as we know it does have a place in Hell as "evil" has its place in the Celestial domains. It is to know their place and understand how best to manipulate these definitions is to control both the light and the dark.

Sacrifice of self is the most proper means of making an offering. Self-sacrifice can be defined by the giving of life breath, blood, spirit, time, energy, and all other valuable resources to one's cause. Only in the most vile and darkest of rituals is the sacrifice of another intelligent human being smiled upon. In all other instances, it is an insult to the Elementals, Spirits, Demons, and Gods at the focus of the Work.

Awaken the altar, the instrument of authority (athame, sword, wand, scepter, etc.) and the chalice. By awakening these ritual tools, the ritual space will truly be 'alive' during all Workings which will equate to greater outcomes. In order to awaken, one must perform the dedication ritual upon each of these tools in order to bring out their own hidden intelligence and life force.

Whenever using consumable components that must be charged, for example, candles for certain rituals, you must not use random components. Rather, allow the components that will take the place of the components that will be used up to bask in the energy of a ritual circle(s) and upon the altar to properly align with the energies of the rituals.

Relics of evil should be kept wrapped in black cloth when not in use or placed upon an altar. Should enemies of the Disciple, including the anointed vassals of Jehovah, pious clergy,

saints, hunters, and martyrs, touch or attempt to remove its power, the relic must be wrapped in black cloth, placed in a wooden box and buried in a place of death (necropolis), a place of evil (prison grounds, death camp, etc.) or a place of immense pain (mental hospital, asylum) for the full duration of the moon's cycle in order to remove the unwanted energies and restore what was originally in place.

Gods, Goddesses, and Immortals throughout the planes may be killed, or oppressed by a Disciple's Will. To do this, the Disciples's willpower must overcome the collective Will that has given the entity its identity, power, and the extent of its dominion. This is not an impossible task. It simply requires the Disciple to know truly that he or she cannot be defeated and that the enemy is manufactured by the support of its followers. Hence, an Ascended Disciple knows that he is far beyond the scope of those who worship, and thus, is of greater power than they. He or she then too, is stronger than their God or Goddess as only the collective Will of other Ascended Disciple could stop one who is Ascended; seated at the Throne of Godhood.

The only truly defined color of magick is grey. All things can be used to either end of the good-evil axis. Know this fact and none can accuse you of wrong-doing, ill will, or of being anything that what you allow yourself to be marked as. Further, knowing this fact will give you an edge when combating the enemy in all aspects of physical, mental, and spiritual warfare.

Life as humankind knows it is an illusion. The Spirit lives on until destroyed by a force greater than it. The purpose of life in this plane is Apotheosis. Only through Apotheosis can one truly be immortal as then nothing could destroy their soul. Even during the pathwork of Apotheosis, one needn't fear as they cannot be harmed at their core, and thus, one will return to continue their Work.

Death is not assured upon anyone. Death is a choice. To die is to have given up. To deny Death is to live on and remain where one desires.

Apotheosis is the mission of mortal Disciples. Control of eternity is the agenda of the Immortal Disciples & Gods.

Book III. Archdemons of the Black Planes

One must be familiar with the entity they call upon in order to stay aligned with their essence and to develop a strong relationship for future spiritual Work. In this book, the forty-five Archdemons of the Black Court are chronicled along with a description of their history, power, and their physical manifestation, aside their individual sigils.

Astrael's Court of Eyes

Astrael, the Oracle - Astrael carries a very calm demeanor about herself and at times displays traits of both the masculine and feminine mystique. As the title implies, Astrael is a master of divination, matters of the astral body and astral plane. She is capable of revealing great secrets and mysteries, and can teach the Disciple to master their astral bodies, and to see deeper into the past, present, and the future. Through Astrael, a Disciple will gain the insight and skill needed to reach beyond the flesh and to thwart enemies regardless of what form they take. Astrael appears as a nude woman with long white hair which wraps around her like a tattered robe. Her marbled, frozen skin shimmers in contrast to her glowing blue eyes.

Color: Blue, Silver

Metal: N/A

Component(s): Amethyst, Quartz, Rose Quartz



Illinvaros, the Demon of a Thousand Eyes - Illinvaros has always been Astrael's consort and personal servitor. Once a diviner and member of the Druzziya family, he ascended through his magical pursuits with Astrael as his Patron and found himself standing before Cernobog, who gave him a place within the Black Court: as Astrael's personal servitor. This agreement transfigured Illinvaros into the demonic entity he is today - a true seer of all that was, is, and will be. Illinvaros appears as a human man with sunken eyes. Eyes also look about from the palms of his hands and a halo of eyes swirls around his head.

Color: Silver

Metal: Steel

Component(s): Crystal



Shéhavimshah, the Guide - Shéhavimshah is the guardian of all who call upon her while they project into the Astral Plane, Ethereal Plane, or in any excursion of dimensional travel. She is a constant guide and protector that will safeguard both the physical and astral bodies of her caller. Shéhavimshah appears as a pale woman with black eyes, dressed in a robe of stars. Her dark hair hangs to her shoulders and she carries with her a staff carved from stone of the moon.

Color: Violet, White



Metal: N/A

Component(s): N/A

Belnara's Court of Shadows

Belnara, the Spirit of Nocturnus - Wherever it is dark and the moon is high, Belnara is aware of all things beneath the constellations. He is a very quiet, lonely demon who seeks to meditate on all things nocturnal. He sometimes appear to be a giant, robed mushroom, Belnara seeks shelter in subterranean regions and prefers any environs suitable for fungus to grow. He is called upon to add additional force to any meditations, astral projections, night rituals, and will always grant safety to those travelling by night as he encases the mage in shadow. Lastly, it is only Belnara, even before Cernobog that knows the true path to the Black City, which is a long-forgotten city residing on the fringe between the Astral Plane, Hell, and the Ethereal Plane. Belnara appears as a tall, olive-skinned man dressed in loose black clothing. Small, twisted horns project from his forehead and he clutches a wand made of wood charred by the fires of Hell. He many times prefers to sit in a lotus position as he is forever watching.

Color: Black

Metal: Iron

Component(s): Dirt, natural rock, ash



Thalisks - Thalisks is the name given the legions that serve Belnara. Their form is that of black mushrooms or twisted roots that have sunken, glowing eyes and gnashing teeth. A thalisk is comprised of the natural elements, demonic energy from black magick rituals, and elements of the grave, be it soil, tombstone fragments, atrophied corpse matter, or slivers from the coffin. They are the eyes and ears in the night for Belnara and serve as messengers between he and his callers.

Color: Olive green, black

Metal: N/A

Component(s): Fungus



Cernobog's Court of Black Stars

Cernobog, the Black God - This demon is the self-appointed leader of the other eight Blight Lords. Having hailed from a forgotten region of the Abyss, he possesses power of many dominions, though his specialty resides in protecting the Sorcerer as well as destroying his enemies as well as the commanding of demonic legions. Cernobog appears as a tall nobleman adorned in worn out dark green and grey clothing and tarnished jewelry. He wears an iron crown and carries an iron scepter. His handsome face hides a vicious smile and sharp, calculating eyes.

Color: Black, dark grey

Metal: Iron, Silver

Component(s): Black diamond, onyx, sulfur



Adnaan, the Arcane Shield - Adnaan serves as a teacher to all mages on how to properly cast protective shields and magical barriers. It was Adnaan who was instrumental in protecting the Black Court when the angelic legions of the Archangel, Saint Michael attempted to exterminate them in ages long past. To this day, Adnaan is the sole reason for the Black Court's survival. Adnaan appears as a scholar of the dark ages. He dresses in blue and black. He hides his face behind a cloth so that only his cold eyes show.

Color: Black, blue

Metal: Silver

Component(s): N/A



Charishan, the Maiden of Fear - The horrid demon of fear, nightmares, and illusion. She is capable of wracking someone with terrible dreams, plaguing them with waking nightmares, and bringing their innermost fears to reality. Charishan appears as a beautiful woman wearing a tattered skirt and her upper body is covered by a tattered shawl. Her ragged dark hair wildly hangs near her hips and her voice is sweet. When she is called to perform some Work of black oneiromancy, her face becomes a twisted version of its former beauty and writhes and screams with unearthly hatred.

Color: Black, blue, green

Metal: N/A

Component(s): Fog, mist, smoke



Matrigal, the Lifedrinker - Cernobog's favored of all demons. Matrigal is the personal servitor of Cernobog and is a master of blood magicks, vampiric magicks, and his personal magical rituals known as souldrinking. He also teaches Disciples the means of Vampiric Immortality. Matrigal appears as a six-foot tall man with the attire of a deceased pope. His colors are entirely black, save for the traces of blood on his stained hands and mouth.



Color: Black, crimson

Metal: Silver

Component(s): Blood, bloodstone

Maziirah, the Mystic Shade - She is the very embodiment of magickal energy. Her dominion is held over all magickal energy; therefore, she has the power to greatly amplify the strength of any spell or ritual. She works alongside all other demons and black magicians in their pursuits and delights in Working with mortal mages through the course of their Ascent. Maziirah appears more like a semi-corporeal illusion, yet she can manipulate her form to be in the flesh or to be a shadow. Her form continually transmutes to display various personalities, voice, and thoughts. Though when addressed directly, she returns to the form of a noblewoman with cropped auburn hair.

Color: Black, violet, white

Metal: Maergzjiran Iron

Component(s): N/A



Dranimarsh's Court of Malady

Dranimarsh, the Plague Bearer - The Plague Bearer hails from a very bleak region of his home plane. His realm of dominion is to unleash unfathomable diseases, plagues, and poison into other planes. It is said he is the demon which instructed Ahriman in the ways of pestilence. More ancient than the Four Horsemen, Dranimarsh is skilled in teaching the Sorcerer in the art of botanical poison-making as well as crafting poison by milking poisonous creatures and arachnids, which are also his favored living things in any plane. Dranimarsh appears as a disease-infected giant of a man. His matted hair is short and his stature is strong and powerful. He speaks in an aggressive tone, and whenever he speaks, noxious vapor creeps from his mouth.

Color: Black, mold green, pus yellow

Metal: Bronze

Component(s): Poisonous plants and diseased organic matter



Gianlore, the Venomspeaker - One of the quiet, reclusive demons of the Black Court, Gianlore dwells in darkness; in the subterranean caverns of the Forgotten Hells. In his darkened halls, he speaks with the poisonous creatures; the arachnids and many-legged monstrosities that crawl upon the dirt and walls. They are his personal servants, messengers, and children he magickally breeds into the planes. Gianlore appears as a hideous, monstrous scarab with tattered dragonfly wings. Gianlore speaks with such a voice that is distorted by hissing and chitinous chatter.

Color: Dark brown

Metal: N/A

Component(s): Venom, natural poisons from insects



Kahrahül, the Planar Poison - His very nature is the slow, wracking voraciousness of poison and disease. Once a mage who worked studiously under Maziirah's tutelage, he learned that by crafting magickal poisons and diseases with no cure, he could destroy his enemies and their allies. It was upon his death, ironically brought on by his own magickal poison; Cernobog honored him for his dedication to the craft and gave him a seat within the Black Court. Dranimarsh welcomed him into the Court of Maladies and there he has stayed, restlessly concocting magickal illnesses for which there is no remedy. Kahrahül appears as a man dressed in an ankle-length black coat and a wide-brimmed hat. He wears thick goggles akin to a Victorian scientist or wears a leather mask. He carries with him an apothecary's bag which is filled with both the poisons and diseases of his own creation.

Color: Black

Metal: N/A

Component(s): Synthetic and self-produced poisonous concoctions



Marinzhan, Druid of the Depths - As Kahrahül is the poisoner of worlds, it is Marinzhan who heals all that is ailed. He is the only one who can counter even the steady and fatal poisons and ravaging diseases of Kahrahül's creation. Through Marinzhan, one will also learn the methods to heal those suffering from all manner of illnesses. Marinzhan appears with a serious tone. He wears leathers to cover himself from the neck down. He regularly covers his face with a mask of vines and leaves that conform to the shape of his face.

Color: Gold, green, white

Metal: N/A

Component(s): Mandrake berries, cherry wood, apple wood



Sylvara, the Lady of Pestilence - Forever as Dranimarsh's greatest love and rival, Sylvara is in all actuality superior in destructive power, malice, and hate to even Dranimarsh. Her very touch is disease and her words are decay. She revels in watching the world of the living rot away into withered husks of its former glory. She is also the sister of Nhilmice, who hails under Zazazel's stead. Sylvara's magicks are even more hideous than Kahrahül's and only she knows the remedies to that which she reaps. Sylvara appears with minimal coverings made from the hair, flesh, and sinew of those who have died from her magicks - all over her dark charcoal skin which is nearly entirely black. Her long tangled hair smokes with the ashes of the dead and her wide, maniacal smile is beautiful yet disturbing.

Color: Black, dark brown, red

Metal: N/A

Component(s): N/A



Eldraath's Court of Blood

Eldraath, the Pale Mother - Rumored to be the mother of demons and succubi, even before Lilith, Eldraath is the mother of all things in all planes born with the 'calling'; a sense of deeper knowledge displayed at a young age, which drives magically-inclined souls to seek out ascension in their lives. Call upon the Pale Mother when seeking to conceive a child born with the 'calling', or keep oneself from conceiving, or to enhance your personal beauty and charisma. Be careful as you do not become infatuated by her or overwhelmed by your own vanity as it too can be an inescapable prison. Eldraath appears with white skin, straight black hair that extends to her thighs, and her eyes are filled with blood as to shine like rubies. Her lips are black like tar as well as her tongue. Her hands also are stained black up to her elbows like gloves. Similarly, her feet are stained the same way up to her thighs and she speaks in a hypnotic, alluring voice. Black horns twist upward from her skull and are partially hidden by a crown forged from rubies and cherry wood.

Color: Black, red, white

Metal: N/A

Component(s): Ruby, lilies, orchid, silk



Flarinthane, the Duke of the Restless Heart - Looked kindly upon by the Pale Mother, it is he, the loyal incubus, Flarinthane, who assists one in finding their true love and soulmate. He instills loyalty in all regions of love, and despite the rest of his ilk, he is not concerned with multiple lovers, but rather in obtaining that single, fanatically loyal lover that will be still by one's side for lifetimes. Flarinthane appears as a handsome man dressed like a royal in violet and black. His dark hair is pulled back into a short ponytail. He speaks calmly at all times.

Color: Black, violet

Metal: Tarnished silver

Component(s): Black cotton twill, wool

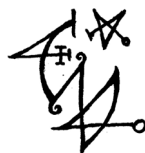


Hezryn, the Lord of Forked Tongues - As one of the most devious of all of the demons in the Black Court, he stands as the leader of sexually depraved subjects across the planes. Always a threat to Eldraath's power, Hezryn destroys moral fiber, loyalties, and teaches the magical potency of sexuality, especially to his male disciples. Also an egomaniac, Hezryn seeks to prove the supremacy of his disciples over those of the other Archdemons. Hezryn appears as a smoky, dark-skinned man chin length dark hair and a halo of fire. He rarely blinks and he smiles intensely at all times and speaks directly.

Color: Black, crimson, gold

Metal: Gold

Component(s): Hair of dominated individuals



Nistrasiya, the Maiden of the Blossom - She was once one of the favored demigods of Cernobog's; walking the earth and Working with the Drujziya Grand Circle. She now finds her place beside the Pale Mother as a beacon to those who have had relationships torn apart. It is Nistrasiya who mends hearts broken to lost love, bitter friendship disputes, and can bring back those lost to her callers' hearts. Nistrasiya appears as a middle-aged woman in a white robe. Her silver hair gives way to dark skin, golden eyes, and a bright smile.

Color: Red, violet, white

Metal: N/A

Component(s): Warm rose water



Synellion, the Crowned Harlot - The daughter of Eldraath as well as her personal servitor. Synellion continues to fight for power against her mother and Hezryn. It is she, the consort to kings who bestows overwhelming charm, breaks up relationships and marriages, seduces men and women alike, and thrives on lust. She is called upon in rituals where her caller seeks to mentally and sexually enslave many subjects to their own twisted, depraved will. She delights in such acts and grows more vain and proud with each soul she corrupts in the planes. Synellion appears as a fair-skinned woman with fiery red hair that ends in layers of black. Her black eyes are outlined with a smoky haze and large, silken fleshy wings jet from her back. Several small horns project from her forehead and a sharp, pointed tail extends from her back. The nails of her hands and feet are as hard as diamond and as sharp as razors.

Color: Black, red, gold

Metal: Gold

Component(s): Bodily fluids, leather



Hananjür's Court of the Iron Spire

Hananjür, the Iron Sentinel - His place in Cernobog's court is to administer torture and pain to any soul Cernobog or the Sorcerer calling him requires to be punished. He seems to have more the mentality of an obedient machine than a demon, as he takes no pleasure or regret in his torments. Hananjür appears more like a Greek statue, than as a living being. He seems not to display any signs of vitality whatsoever, and his voice seems more telepathic than verbal. His eyes remain forever open and aware.

Color: Black, grey

Metal: All

Component(s): Armor, sword, halberd, knife, athame, marble stone



Fortinghast, the Court Assassin - Specially chosen by Hananjür, Fortinghast is the teacher to all assassins and hit men, killers by trade, and those who kill for pleasure. He teaches his

disciples the methods of stealth and how to kill unseen, unheard, and to remain completely uncaught. A relatively silent demon that chooses to teach through example rather than through words, Fortinghast is also pleased to serve his caller to perform whatever assassination task he is required to do. Fortinghast appears in all black clothing, and black leather armor. He covers his head with a hood and his face with the long sash that is tied behind his neck. A myriad of knives are sheathed into his many belts. His skin is a dark greyish brown and his eyes are black.

Color: Black

Metal: Damascus steel

Component(s): Black cloth, poison, blades



Orrinein, the Silent Judge - Silently watching over all disciples of the Black Court, it is the demonic judge in the planes, Orrinein, who takes into account all transgressions yielded over the disciples. Then, when called upon, he passes judgment over the guilty and lashes out with only the most exact and proper justice to serve his caller. He also can be called upon to give guidance to his caller as to how to best serve justice in matters across the planes. Orrinein appears to always be seated, wearing various robes and sashes. His head is adorned with a headdress crafted from Hematite and he carries a timer filled with mercury.

Color: Black, white

Metal: Iron

Component(s): Scale, sand



Sanazel, the Mistress of Pain - Arrogant, confident, prideful, sadistic. These are terms that best describe Sanazel. She is the truest bringer of pain in all the planes. Her greatest talent is that of altering the qualities of pain by turning it against another, diluting the extent of pain, and amplifying pain to its greatest height. She can teach her callers in the ways of resisting pain, enduring death, quieting the weaknesses of flesh, and instructs in her magicks of altering pain, directing it elsewhere, and how to dominate others through oppressive action. Sanazel appears a shapely woman covered from neck to toe in blood-stained leather. Her blood red hair hangs to her knees and she carries many instruments of torture from her belt. Her favorite tool is a scourge made from the femur of Aphrodite. It is wrapped in her hair and flesh as well. From it hangs tendrils of leather and rusty chains. Each tendril is adorned with incredibly sharp and jagged hooks and blades.

Color: Black, crimson

Metal: Rusted steel

Component(s): Black or red leather (blood-stained), blood, hooks, razors



Vorac, the Faceless Butcher - When one thinks of demons, they think of reckless forces of primal and raw dark maliciousness and violence. Vorac makes these thoughts seem quite kind-hearted. Vorac is a menacing, maniacal killer that plagues the planes with a unquenchable hunger for death. He is the supreme torturer of the Black Court, a binder of souls, and delights when given the opportunity to completely ravage souls to the point of their extermination. He gladly accepts the charges by his callers to decimate another, either living, dead, or something in between. Vorac appears as a pale man with a strong figure. He wears a floor-length leather skirt and a leather gorget. His bare torso reveals a writhing within his abdomen which are the spirits that have been severed during his tortures. He carries with him a yew staff with a lantern made of bones which hangs from its end. Within the lantern shines the remnants of the souls he has captured, but not yet brutalized. His eyes, lips, tongue, and teeth are all black and he speaks in a deep, raspy voice.

Color: Black

Metal: Blood-stained iron and steel

Component(s): Bladed weapons, chains, leather restraints, lanterns



Illkeserod's Court of Scriptures

Illkeserod, the Keeper of Secrets - This demon is most delicate in her approach as well as demeanor. She knows all secrets kept by any person, angel, demon, god, spirit, and knows all hidden mysteries locked away in grimoires, and can even scan memories from the long-dead spirits across multiple planes. Illkeserod will openly teach any mage any secret he seeks and prefers to relay these secrets via overly vivid dreams, which in some ways feel like an eternity that the dreamer is locked in. Her goal is to ensure it will not be forgotten when the dreamer wakes. Should you ask for the same answer twice, she will grow enraged and will give false information, as she requires only those truly devoted to holding secret knowledge close to their hearts. Illkeserod appears as a woman of porcelain skin and white hair. She dresses in black, red, and gold robes and is surrounded by books of great knowledge and grimoires, all of which speak to hear and float about.

Color: White

Metal: N/A

Component(s): Grimoires, parchment, ink



Dark Sirens - Appearing to be more like partially fleshy shadows with plainly beautiful, expressionless faces, Dark Sirens act as the personal servants of Illkeserod. They continually set out across the planes in search of even the smallest bit of knowledge not yet discovered and secured by their Mistress. Dark Sirens are always patient when dealing with their Mistress' disciples and will stop at nothing to bring to them the knowledge they require. They

are terribly deadly however since they will hypnotize individuals who resist handing over their knowledge to them. Once entranced, they are interrogated until they reveal the information and then are subsequently killed - seemingly an act of suicide, which was induced by the Siren's instruction. Dark Sirens appear as black-skinned women with silver hair, eyes, lips, and nails. Their very form is incorporeal from the waist down.

Color: Black

Metal: N/A

Component(s): N/A



Kaziel's Court of the Fallen

Kaziel, the Fallen Angel of Limitlessness - As a master archer and Archangel of War, he was proud of his excellence and perfection. When he slew Adam for eating the forbidden fruit in Eden, even against his god's order, Jehovah plucked out his aiming eye and threw him into Hell for his disobedience and zealotry. Kaziel knows the secrets of immortality as he too walked between Heaven and the Earth. He knows how to survive any skirmish and knows the tactics to win any war or conflict. Kaziel can teach this to any Sorcerer who seeks knowledge of eternal life through martial prowess. Kaziel appears as a handsome man with dark hair and eyes. He wears a dark tunic, pants, and boots. Black tattered bird wings stem from his back and he carries with him a massive sword at all times.

Color: Black, silver

Metal: Silver, steel, titanium

Component(s): Cloth, wine



Azhintal, the Aesthetic - Once a leader of a monastic order, Azhintal sought to bring a balance to those on a magickal path. He believed that by finding the purest and truest moral balance, a sense of honor, and temperance would help to control a black magician's lust for power. Upon his death, Cernobog rewarded him with a place beside Kaziel; an advisor and mentor to mages who, if they do not learn Azhintal's way will find their power will be their demise. Azhintal appears as a middle-aged man with black clothing and a surcoat made of smoke. His long hair is kept in a single braid.

Color: White, brown

Metal: N/A

Component(s): Aspergillum, censor, incense



Karistiel, the Healer - Karistiel, in another time and place walked beside Azrael, the Angel of Death. In her observations, she always watched as the dead were able to travel to their chosen places of eternity while their loved ones suffered. Eventually, she could no longer abide by the silent way of Death, and sought out

Kaziel, who was now in the forgotten region of Hell. She knew no good could come of random, pointless death through a God's Will; without foundation or reason, so she sought out her long-time friend and there she has resided since. Her dominion is that of healing. She is a comforter of grief, a healer of the mental and spiritual bodies which break down through traumatic experiences. In this, she feels her debt is paid to those she took loved ones from and left to suffer. Karistiel appears as a blonde-haired woman dressed in white and is adorned with rings of precious gems. Her eyes appear more like sapphires than of human eyes.

Color: White

Metal: N/A

Component(s): Healing plants and herbs



Lien-Varos, the Knight of the Betrayed - Brother to Illinvaros, it was Lien-Varos who defended the Druzziya Circle when their magicks could not do for them as a sword could in the moments when Frà Giacomo's heir attacked the tribe. He was continually outcast for he did not possess the magickal prowess of anyone else in the family, and therefore was long disregarded. However, due to his valor and loyalty, even when cast aside, upon his death, Cernobog placed him at Kaziel's side - a beacon to those who serve the Black Court, though not in the conventional, magickal manner. It is through Lien-Varos that one will master all weapons and martial prowess. It is through him alone that one may learn the Path of Knights amongst the Black Court. Lien-Varos manifests as a battle-worn young man with dark clothing and tattered arms and armor. His voice is sincere, albeit cold to many who do not entirely have pure intent with their Work.

Color: Black, grey

Metal: Steel

Component(s): N/A



Talainsan, the Heartspeaker - Dragged into the depths of Hell by Zazazel's magicks out of his own desires, Talainsan is said to be fey, Unseelie, though she still walks the path of her lighter counterparts. Her very nature is nature; a speaker of the wilds, the creatures that dwell in air, sea, and upon the earth. She is the voice of the natural spirits and seeks to balance the planes as to keep one from never overwhelming, assimilating, or growing too far. Existence in the planes is all a Work of balance to Talainsan and she graciously Works with those devoted to the wilds, those who care for animals, and revere the elements. She appears as a tanned girl about the age of sixteen. She has long, wavy brown hair and dresses in clothes made from leaves, bark, hides, and furs.

Color: Brown, green, white

Metal: N/A

Component(s): Natural herbs and plants with healing properties



Zazazel's Court of Atrophy

Zazazel, the Buried King - Zazazel was once a necromancer and learned the arts by which to transfigure his body by altering the properties of his soul, so that should his body die, he could replace it or reanimate it, and thus live eternally. He knows how to speak with any dead soul, drain the life of another to replenish yourself, reanimate the dead, trap and bind souls, and can teach all forms of necromantic knowledge to any Sorcerer seeking it. Zazazel appears as a half-rotted, half-mummified corpse of a monk. He wears an iron crown and carries with him a staff made of iron, its shaft wrapped in flesh. At times, his grimoire, bound in the flesh of his nemesis and former mentor floats at his side. His familiar is a necromantic hybrid of raven and crow; seemingly both having been sewn together.

Color: Black, grey, olive green

Metal: Iron

Component(s): Blood, bone, grimoires, magickal scrolls, spiritual essence, sulfur



Ariasra, the Grand Conjurer - Created from Zazazel's own desire and brought to flesh by Valolil's magic,, Ariasra is the very product of conjuration. She is a master of summoning all manner to creatures, from angel to demon; undead to fantastical creatures of myth and legend. Her magicks draw upon the very threads of the mind that envision such a being and magickally weaves around them into a ritual space to give it life enough to exist, even if only for a short time. The Grand Conjurer manifests as a shadowy woman with a ghastly visage of her skeleton appearing overlapping her flesh and then disappearing again. Her eyes are sunken holes with only tiny, twinkling dots that signal the direction she is gazing.

Color: Black

Metal: N/A

Component(s): Incense, smoke, ritual powders



Aurashniya, the Unhallowed Architect - Once a resident of the Black City, Aurashniya, it was the Night Lord, Belnara who protected her as she traversed the nocturnal planes. To show her gratitude, Aurashniya showed Belnara the means by which she could construct a Black Gate, which would allow her to travel into his Court and he to the Black City so that planar travel would be safer from the continued forces that continue to plague and war over the planar boundaries. After learning of this secret, Zazazel bound her to his court and for ages tried to force her to tell him the means to construct the Black Gate. In contempt, she vowed she would never give him the magickal formula to construct the gate, but instead, would grant the knowledge to any worthy caller who sought her out in need of the gate's access. Aurashniya reveals



herself as a woman of ink black skin, her hair, eyes, teeth, and blood all matching the blackness of her skin. She may at any moment manifest three additional pairs of arms by which she uses to continue to erect various magickal structures.

Color: Black, violet, white

Metal: Iron

Component(s): Anointed natural stone, obsidian

Nhilmice, the Gravespeaker - Together, with her sister, Sylvara, Nhilmice wove a dark web of necromantic magick and horrid black magicks. Her sister sought to rot away the planes, whereas Nhilmice, patiently waiting for the world to die off, would raise the corpses of the dead, bind their souls, and form a legion of mindless cadavers to carry out her wishes. Now, as the personal servitor of Zazazel, and his right hand, she Works with callers of her and Zazazel and teaches them in the mastery of necromancy. She teaches one to divine through death; bones, blood, rotted flesh, and how to raise the dead and form their own legion of undead servants. Further, she knows the ways by which to transmute a person into various forms of undead creatures, for it is her darkest delight to see the dead walk the planes and ravage the living. Nhilmice, like her sister Sylvara, is from a different plane entirely. Her racial origin akin to the black elves and thus shows herself with nearly black, greyish skin, white hair, and violet eyes. She dresses in tattered cloth that is cut ragged and wears a white shawl that is fashioned to resemble a spider web. She carries with her a scepter forged from the femur of her godly nemesis, who she never reveals its name, fearing that knowledge of it could raise it from the House of Dead Gods.

Color: Black, violet, white

Metal: Iron

Component(s): Bone, dead flesh, funerary wrappings, spider webs



Sabranhim, the Ichorous Alchemist - More solitary than even Belnara, Sabranhim is the seeker of alchemical mastery. He studies the qualities of essential oils, salts, and minerals. He blends them to craft completely new and powerful magickal components and tinctures. In his mad quest for knowledge of such substances, he turned to the binding of angels, demons, devils, ghosts, spirits, and even the living of all walks of life in pursuit of harness their very essence. Having now mastered this potent art, he gladly teaches his students in the methods of extract, mixing, and producing all manner of magickal planar substances. Sabranhim manifests in the dark attire of a medieval alchemist, mixing common clothing of versatility with the regal attire of a Court noble. His tired features lend to the notion that he works tirelessly to perfect his Arts.

Color: Black, gold, red



Metal: Alchemical hybrids

Component(s): Alchemical, botanical, and chemical ingredients and mixtures

Saranyll, the Keeper of the Word - A mysterious demon who lurks in the darkest reaches of Zazazel's court, Saranyll studies relentlessly the words of power found in all magickal forms, the languages spoken across the planes, both dead, current, and those that will be spoken and in those, the words of power that will be spoken. She also knows the Dark Speech; the very tongue spoken to create or destroy; breathe life or extinguish the flame of vitality; to form great walls and barriers or topple mountains. The Dark Speech is the forbidden tongue of the demons, only spoken in rituals, and even at that it isn't exactly welcomed, even by the demons. It is through Saranyll that one will establish the grand dialect and be able to speak the tongue that will create a planar utopia or destroy the cosmos entirely. She reveals herself with very little to cover her body as she is wrapped in long strips of cloth with sigils written in blood. Her skin is tattooed with various words of dark power.

Color: Red

Metal: N/A

Component(s): Ink, parchment, quill

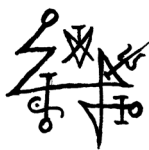


Tebryn, the Weaver of Time - Existing beyond time itself, Tebryn studies the magickal properties of all things, including space and time itself. He weaves magick at his fingertips in a way that even Zazazel is envious of. Through Tebryn, a caller will learn the means by which he too can spin magickal spells and rituals in a thought; an instantaneous flare of black magick that requires no tool, no altar, no component, no incantation, or demonic intervention. Magick from thought is Tebryn's grand dominion. The Weaver of Time appears as a man adorned in the regal fineries of the Edwardian period, albeit in black. His eyes swirl with a blue-purple fog and his voice echoes as if spoken by dozens of voices of his own.

Color: Azure, black

Metal: Silver

Component(s): Gears, hourglass, sand



Valolil, the Weaver of Flesh - One of the most revered of all the demons of the Black Court, Valolil is the master of magickal manifestation. Where Ariasra is capable of conjuring all things, it is Valolil who gives them a body to exist in. Through his guidance, any mage will learn the procedure by which to draw anything through the veil, into the ritual space, and into the flesh they wear in their native planes. Valolil reveals himself as a tall, skeletally thin man in late years. His long, straight white hair is



doubled by a matching beard and moustache. His very presence is cold, calm, and distant.

Color: Black, violet

Metal: N/A

Component(s): Altar, candles

Zashiara, the Witch of the Vile Depths - The continued research, practice, and reverence of the black arts is through Zashiara's grand Work. She is the weaver of black magick, hexes, curses, baneful rituals, and the vile black magicks that only the darkest of souls possess. She gladly teaches her callers as every act of black magicks empowers her more. She is the very source of all dark magicks, but it is her blood which fuels the vile black magicks she so viciously protects and reveals only to the most deserving of her subjects. Zashiara is adorned in layers of black. Her voice is eerily sweet, and emotionless. However, once enraged, invoked for black magick, or within the Kanahrahan, bloody hellfire smoke erupts from her eyes and mouth, all the while her voice still retains the same gentleness.

Color: Black, olive green, violet

Metal: Iron

Component(s): Relics of evil, raw energy



The Towers of Blood

Vhereghost, the Watcher of Spirit - Vhereghost is the supreme Lord of the Towers. Through his admission, the other Towers and the legions that reside within them act. Vhereghost was originally given the charge by Cernobog to protect his disciples throughout the planes. As time progressed, Vhereghost's legions grew and so to better watch and care for the disciples of the Black Court, he appointed his four greatest and most loyal demons to rule the other Towers. As each tower is governed with the purpose to protect the disciples and destroy their enemies, they have evolved in how they perform their duties. Vhereghost holds to his original charge: go to those with the Ichorous Curse and assist them in all manner if possible; unleash legions of demons into the planes in order to protect them and carry out their Will. Vhereghost is the most calm, noble, and tactical of all of the Archdemons in the Hells. He is the great ally and protector of Maergzjiran Mages and it is only by his authority that those mages will have the legions of the towers at their disposal. Vhereghost appears as a fit humanoid. However, he is adorned in razor sharp plates of iron armor. Black fire swirls around his claws and his face is concealed by an iron helmet. Twisted goat horns jet upwards out of the top of the helm.



Baronlosk, the Watcher of Heirs - Baronlosk and his legion watch over the women and children of the Cabal. He has a keen sense to know as well when a woman is pregnant and will send legions to guard the woman and her unborn child(ren). He works in depth with Astrael as well to know when a particularly powerful mage will be born or will arrive in the planes and will dispatch a legion to guard him or her as well. Barnolosk should be called upon to protect your family, distant peoples of great concern to you, and to yourself, especially should you be considering conceiving a child. Baronlosk shows himself in much the fashion of a Roman Catholic priest, however, his collar is deep red leather and reaches his jaw.



Iveran, the Watcher of Blood - Iveran is a malicious beast and his legion is equally as fearsome. He watches the flow of blood through the planes. As he was once one of Matrigal's favored demons, he was appointed into the Tower by Cernobog and again by Vhereghost. He and his legions guard vampiric mages and mages who breed destruction in the planes. They also safeguard disciples of the Black Court during times of warfare. Lastly, when called upon, he and his legions will readily seek out and exsanguinate the mage's enemies, using their stolen life force to add to his myriad of spells and rituals. Iveran reveals himself in layers of tight leather from neck to foot. He carries a tall staff that continually drips with tears of those who grieve.



Oraktilin, the Watcher of Malaise - As Dranimarsh and his court spread diseases, illnesses, and poisons into the planes; it is Oraktilin and his legions that watch where they spread. His Tower has been charged with the duty of keeping such ravaging maladies from reaching the flesh of Black Court disciples. These demons reside in a sub-plane of rot, disease, filth, and plague which would kill even the most protected angels with sacred magicks; however Oraktilin and his legions exist without worry. They can absorb any sickness; stop any plague or wave of pestilence. Call upon he and his legion to rid the disease that is harbored in yourself or another you hold close at heart. That which they heal, they can also ail, therefore, be sure to request that he and his legion return that which they have severed to the one who is the cause or the illness. Oraktilin manifests with dark green robes and a black surcoat. His eyes glisten with a yellowish ichor.



Querinvak, the Watcher of Stars - Those who travel the planes, astral project, and perform the oracle's work, will many times find that because of their unique gift, they are many times the target of astral attacks, psychic vampires, and denizens from a multitude of regions. Querinvak and his legionnaires seek out disciples who work with the stars and the threads of fate; oracles,

psychics, diviners, and even necromancers who divine with the dead, and protect them from the forces that would seek to do them harm, and if possible, drain the very essence of their souls. Call upon him and the demons of his Tower to be protected while performing the work of the stars or when traveling the planes. Querinvak stands before his Callers with the similar attire to nomadic gypsies, however, the colors are entirely dark in hue; black, grey, brown, green, yellow, red. His eyes are covered by a black cloth and a veil of stars and cosmic bodies fade in and out of existence at the base of his feet.



As one will notice, there are no correspondences with the Archdemons of the Blood Towers, the Watchers. This is due to the fact that they do not have dominion in the usual sense as is related by the preceding Archdemons. Rather, their dominion as said from their description becomes active only when they are near the individuals they are sworn to guard. This innate power erupts as soon they are called upon by a Sorcerer or by another Archdemon. Otherwise, they could be considered a Demiarchdemon.

Book IV. Preparatory Rites and Wisdoms of the Disciple

To speak of black magick is to invite a shrill gasp from the mouths of common folk. However, Magi were born different and leagues apart from the average human being. You were born with a magickal surge running through your veins. Whether you were raised to harness it, or have only recently discovered this, the important fact is that you understand what you are - a Sorcerer. There are thousands of books of shadows, tomes, grimoires, and manuals that discuss magick and spells. Rarely however, do you see something that actually touches the very core of your soul. Instead of being a white light kitchen witch, sky clad fairy worshipper, or helpful medicine man down the street not that they don't serve their own unique purpose, however, you seek to deliver pain, sickness, and death to the world. You seek to perfect yourself and destroy whoever would stand in your way. This is the grimoire of the utter darkness of magick. We begin with preparing yourself and your Temple for all that you shall conjure into this world.

The Temple

Whenever possible, until mastery is had, magick should always be performed within a temple. A temple may be within a home, a secluded clearing in the woods, a cave, or even just that - an actual temple. This place houses the manifested energies of your Work. Also, it gives sanctuary to the Demons and Spirits you ally yourself with. It is the place where your intent is made to flesh and sent out like a legion of wailing banshees to fulfill whatever your dark wishes may be.

If you do not actively retreat to a temple to perform your Work, choose a place that will best accommodate your needs. A special room within the home can be the next best thing to the darkened halls of some unhallow temple. If you decide to make your temple outdoors, a natural cave is a great option as it gives cover from the elements and the walls of the cave will soak up the energies of your Work. Forest clearings allow you to be in touch with all of the elements and offer plenty of room for your Work, but it is subject to weather changes. If you can, consider a mausoleum, crypt, or necropolis, as such places are safe from the weather, passersby rarely will investigate, and the energies of the grave will greatly add to your spell power, especially when working with hexes and curses, necromantic spells and rituals, and while working with Zazazel or his court of infernal undead.

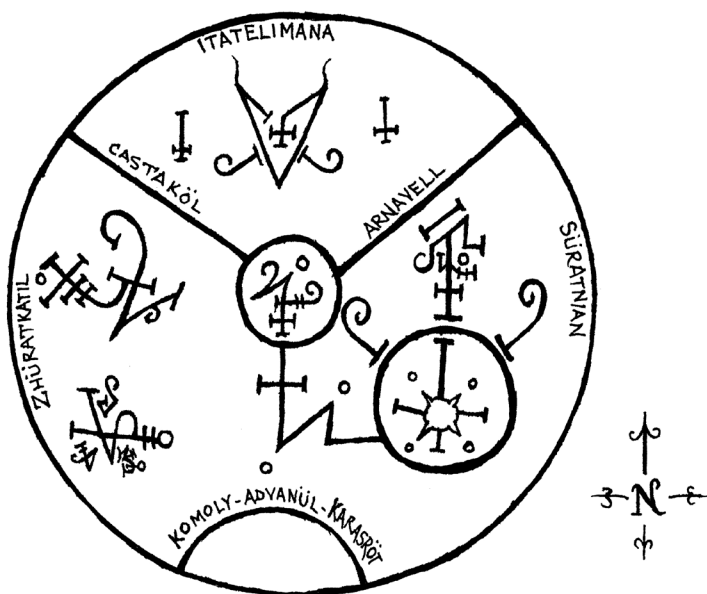
The Altar Space

When you've chosen your place of Work, there is a need for basic ritual tools that will be used in your spells and rituals. The first is the altar. The altar is where you will lay out your tools, offerings, and conduct your Work from. Any sort of altar will do; be it a slab of wood, a wooden stool, a sizable sheet of slate, an above ground coffin, and virtually anything else you can use that provides ample space and caters to your needs as a Disciple of magick. The next item is the athame, or ritual dagger. You can also substitute the athame for a sword, wand, staff, or like object, should you wish to. If you elect to use such a blunt instrument of power, a ritual dagger should still be kept for use in blood offering and sacrifice. Athames and

swords should be plain, black handled, if you can acquire such or stain and paint it. It must be razor sharp as well. Regularly sharpen your blade to ensure that it will make quick, painless cuts for your Work and for protection, should you need to put down an unwanted visitor; in flesh or in spirit. The last ritual tool is the chalice. The chalice will hold water, wine, blood, and other ritual liquids and must be made of iron, pewter, or silver as the properties will alter during ritual. In the event of using a silver chalice, do not drink of any wine placed within as a chemical change occurs which poisons the wine and can become quite fatal.

The Circle of Arallah

Around your altar, you will then construct the Circle of Arallah, which will form a gateway between your ritual space and the Forgotten Void, a central planar space which connects to all other planes in the multiverse, where resides the Black Court in the depths of Maergzjirah. The circle itself must be made within a close range of 9' x 9'. The circle must be made by either drawing it upon the ground in flour, silver or iron dust. In modern times it may also be beneficial for portable reasons and for ease of setup to draw the Circle upon a large cloth in a blood-based ink. If engraved, it must be with your athame or sword, or painted upon the floor. Once there and the proper ritual is made to open the Black Gate and align your ritual space with the Hells, you will no longer need to worry about if it wipes away or loses its form over time. The circle in the middle is known as the Suratnian Gate. This is the Circle of Arallah will look as this within your Temple:



The Void Meditation

This meditation is used as a preparatory rite before spell work, ritual, communing with spirits, and to build your psychic senses. This should be performed nightly to reflect upon yourself, your kingdom, and to calm your spirit.

Sit in a place of near or complete darkness. If you choose, light the area directly in front or around you with anointed black or violet candles. Hold the index finger of your left hand with your right hand, applying direct pressure by your right thumb to the right edge of the left index finger in line with the quick of your fingernail. Calm the mind and allow your breathing to follow a set repetition: inhale for six seconds, hold it for six seconds, and exhale slowly for six seconds. As you grow more at ease, gradually increase this to nine seconds. When your breathing becomes automatic in this pattern, focus on the inner light that shines within your third eye. Allow your astral body to look around your body, slowly transmuting the physical world into the astral. Allow the ebb and flow of psychic energy to become a cascading drone inside your head. Slowly chant the word, "Hahlah-Krinah-Hahlah-Trenah" which should be done fluidly and seamlessly, your tongue rattling against the roof of your mouth. This will draw you into a deeper trance state, and an eventual out-of-body state. Heat will rise at the base of your spine up through your chakras until it bursts from your crown. At this, you will find yourself beyond the flesh and able to easily control being in this state. Your psychic powers will also be empowered the more you use this meditation. Use it often and watch as you will soon walk transdimensionally between the physical and the astral.

The Black Court Altar Wortex

The altar of any Apprentice of the Cabal is not ornate, nor is it overly decorated with sigils, plaques, candles, components, or any array of other items typically found to be used among Magi. The altar of an apprentice consists of an altar, athame, chalice, and one, two, or three candles. The altar, athame, and chalice will need to be given a name which will be spoken only in times of ritual.

In order to fully denote your ritual space as a working place for the darkest of magickal arts, it becomes necessary to form a magickal gateway between your ritual space and Cernobog's Darkened Hells. This is done by anointing your altar, your chalice, your athame, and the space in which you'll Work and opening the door between the planes.

You will require a bowl of water mixed with salt and nine drops of your own blood that has been placed beneath a new or full moon between the hours of midnight and 3 a.m. Set up your altar and arrange your ritual tools upon it. Next, with the bowl of water held in your right hand, place your index and middle fingers of your left into the water. Swirl it counterclockwise nine times. Your eyes should be fixed upon the sky above; watching the energies of Belnara's blackened sky drawing into the bowl within your hands.

Anoint your forehead with the water in a downward motion and speak, "Cernobog, Black God of Maergzjirah, I open myself to planes below for I am neither servant nor master; I am Maergzjirah!" Anoint your altar with the water in the motion of an inverted cross and

Speak, "Cernobog, Black God of Maergzjirah, I open the gateway from Maergzjirah into this material plane. This altar, I name it, (name you've chosen) in the spirit of the Maergzjirah and the Nine Blighted Lords, their servitors, and the Five Towers of Blood!" Anoint the athame with the water by drawing a line down its blade on both sides and speak, "Hananjür, Iron Sentinel of Maergzjirah, I hold an instrument of death before me. I name it, (name you've chosen) in the spirit of strength, enforcement of my will, and to the final punishment of death in spirit!" Lastly, anoint the chalice by drawing three circles with the water from the inner base of the chalice upward toward its rim. Speak, "Zazazel, Buried King of Maergzjirah, I name this chalice (name you've chosen) in the spirit of everlasting life, endless wisdom, and to the deathless power of magick!"

Take the remaining water and scatter it around your ritual space. Notice in your psychic senses, how as the water touches the floor of your ritual space how the spirits release into the area; hear them, smell the smoke, see their trail, feel their deathless chill, and taste the power you're releasing. As you do, speak, "In the name of Maergzjirah, I open this plane. I bridge the Hells with this world. Lords of Maergzjirah, know this is your house and know that you may step here as you wish. Come before me and see my Work be made flesh." As you finish, stand or be seated behind your altar. Allow the energies that you've unleashed to rise and settle. When the energies have calmed, Speak, "Illkeserod, Keeper of Secrets and Archivist of Maergzjirah, step beyond the Void and join me in this place. See its unique form and beauty. Note that it has been dedicated to Maergzjirah as our Cabal's tradition directs. Observe as I sign my name to the mutual service of the Hells."

Light a candle and place it upon your altar. Next, place a sheet of parchment upon the altar. Draw blood from the middle finger of your writing hand with your athame and proceed to sign your name upon the parchment. When the blood seeps into the parchment, but before it dries entirely, hold over the candle's flame and watch as it burns to ashes. As an ashen dust remains, speak, "Lady of Limitless Wisdom, you have observed my rite of dedication. Return to the other Blighted Lords and prepare them; that this rite is complete and my Call unto them is forthcoming. Illkeserod, I thank you. Now, with haste, depart."

When your altar devices are not in use, they are to be wrapped in black cloth and kept from the light of the sun. If indoors and beyond solely designated for ritual use, the ritual tools may be kept upon the altar and the door shut behind as you exit. You will enter the Temple only when you are to perform ritual work or to give offerings to the Demons and Spirits below. The only other exemption is if your ritual altar is a large and/or natural structure that is outdoors and cannot be removed to your home. In that case, you will anoint it with a drop of your blood in the mark of an inverted star. This rite is now complete. With this preparation complete, it lays the foundation for all of your black magick works that will soon be taking place. The next rite is a ritual used to call upon each of the Lordly entities of Maergzjirah into your ritual space for further individual Work or to combine their infernal influence toward your goals.

Calling the Infernal Spirits

Set up your ritual space as you will. Bring some type of liquor, wine, or spirits to be in your chalice upon the altar. When you are ready to begin, unsheathe the athame and fill your chalice. Place them upon the altar and set your candles around the outer edges of the altar. If using a single candle, place it centrally directly across from you. If using two candles, place them at the outer corners of your altar. Draw in the ground physically or psychically a circle around your altar. Then draw a larger circle that encompasses the remaining ritual space before your altar; a single line connecting the two magickal circles.

Light the candle(s) and perform the void meditation. From within your astral form, move to the center of the ritual space, facing your physical body at the altar and speak, "I, (your mortal name), Disciple of Maergzjirah and (your Cabal/magickal name) among my peers, who has made proper dedication of myself and my ritual space with all of its planar components to the Nine Blighted Lords of the Forgotten Reaches of Hell, call upon these most infernal spirits! I call you, Astrael, Belnara, Cernobog, Dranimarsh, Eldraath, Hananjür, Illkeserod, Kaziell, Zazazel, Vhereghost, Baronlosk, Iveran, Oraktillin, Querinvak; you, most Lordly of Lords, Infernal, and Opposed Archdemons of the planes, enter this plane for I have weaved the bridge and I have tiled the gate! Step forth from Maergzjirah and plant the seeds of evil within this plane! Cernobog, Black God you have heard my Will! See it done!"

From the force of infernal power that comes from the Archdemons, your astral body may be thrown back to your physical body. If your astral body is either accustomed to this or able to withstand the planar surge, it is wise to return your astral body to within the lesser circle around your altar. From here, you may continue with your ritual Work, commune with the Archdemons individually, or as a Council.

When you have concluded your Work with the Archdemons, speak, "You honor me with your guidance. Let the seeds of darkness planted bear the fruits of the wicked. Return to Maergzjirah and I shall return to the Path." The Archdemons will undoubtedly exit your ritual space. Upon their exit, break the circles and take time to meditate upon your experience and any guidance given by the Archdemons.

Having called forth the Infernal Spirits to aide you in your magickal Work, you have taken them into your soul. This form of spiritual melding will carry with you forever in every plane that you will dwell. All aspects of your being will be transmuted to that of the demons you're Working with.

Transfiguration of the Black Soul

This ritual is performed once a year. It is performed first when you declare yourself physically, mentally, and spiritually a magician dedicated to the study and mastery of the dark arts, to mastering yourself, your soul, and your world, and to obtaining the highest level of power in both the mundane world and the planar worlds. Upon completing this the initial time, it will be performed during the Season of the Witch, during the Infernal Hour, which is actually a series of hours that fall between midnight and three ante meridian.

This ritual requires only a single anointed black candle to be upon the altar and nothing more. You will also need to perform this ritual during the nocturnal hours beneath Belnara's sky on a purely darkened night of a new moon. Be clothed in garments entirely of black. Sitting before your altar, light the candle and speak, "Belnara, Lord of the Night and Bearer of the Black Key, open the Black Gate from its forgotten place in the planes and lead the path of its descent upon my brow. Nightlord, by the pact made by our ancestors, open the gate and see that my soul be blackened!"

Perform the void meditation, but do not travel beyond your altar. You shall, in your astral body be barely exceeding the bounds of your physical body as it rests in its place. Focus on the incoming flow of energy that will descend from the veil of cosmic blackness above. When, with your psychic eyes have locked onto the dark swirling mist in the sky above, do not lose track of it. Watch as it flows downward, swirling like a legion of specters toward you. Do not Will it to come any quicker than it will. Allow it to move about at its own pace. Take in the last few moment of your mundane, mortal existence that will soon end, but do not anticipate the black-hearted mage that will be reborn from this. You must merely be open to what is to come.

As the mist nears, it will indeed slow to a crawl. This crawling dark mist is the very essence of evil. It is the essence of all things that dwell in the darkness, that are blood-thirsty, power-hungry, uncaring, unforgiving, and perpetually unstoppable, and immortal. A new sensation will overcome you, but do not fear it or be removed from your trance. The crawling darkness will begin to crawl over and around your astral body. This feeling is unique to all Disciples who've experienced it. As it nears, listen closely to the whispers of the dead, the damned, and the unfathomably evil. The wise always leave an ear open to the whispers of power so in this phase of the ritual, it is most important to remain calm and receptive to the voices surrounding you. There is immense wisdom to be obtained through the slightest understanding of a single phrase that will be spoken to you in these moments.

Without warning, the black mist will sink itself deeply into your Spirit. This will drive you back into your physical body without a doubt for there is no mortal force not touched by the abysmal in the planes that can resist the force embodied by the blackness unleashed by Belnara. You will writhe and you will shudder. Don't mind the physical pain, but rather focus on the visions that flash before your mind's eye. These are the memories of the damned and the memories of the very essence of evil as it has marauded across the planes.

When the visions and voices go blank and the pain in your body subsides, focus again on the sky. There, you will see a sign from Belnara that he has witnessed the very transfiguration of your soul. Thank Belnara in any way you feel fit and blow out the candle. This rite is complete.

By now, your understanding of the darkness which is the Infernal should be very clear and all preconceived notions will be shattered; leaving only the harsh truth of it. With an exact unification with evil in its purest form, you are a newborn Disciple in this world. From here, a great responsibility falls upon your soul - to overcome your enemies no matter who or how many and to rise to a place of absolute power in the planes. Your foundation has been laid and

your mark has been permanently carved into the soul of the earth and all life that resides upon it. Your soul, dedicated to this grand Work also drives a stake through the hearts of every individual, entity, angel, spirit, or god that dwells on the right hand path. With every act, you drive the stake further and twist its many barbs; demoralizing and dominating your enemy.

The Blood Pact

The Blood Pact was first made in the early 1100's by the Druzjiya gypsy tribe in Hungary. After their near extermination in 1436, it was the sole survivor and our Patriarch, Sybastien Druzjiya who performed the second blood pact with Cernobog. Every Disciple that joined the Maergzjiran Cabal also was required to make a blood pact; a sacrifice of themselves in return for the entwinement of the Infernal thus gaining an abysmal might that is by any mortal means of measure incomparable. The blood pact is also what the Maergzjiran Cabal recognizes and a Disciple's initiation or acceptance into the Maergzjiran folds of both the Cabal and the plane of Hell. This ritual cannot be performed unless you've first dedicated your ritual space, ritual tools, and yourself to Maergzjirah. You must also have transfigured your soul in order to withstand what will come of you in this ritual.

The Blood Pact is completed in two parts: the Desecration and the Pact. While the following is completely seamless, you will see where each part breaks into the next. The Desecration begins by marking off your ritual space with unhallowed (anointed with blood) candles. You will also need to acquire a bottle of holy water. Before you begin the ritual, empty some of it out to ensure there is room in the bottle for additional fluid to be held within. This will be the foundation for altering the energies of the ritual space in order to perform the Desecration. The number of candles used must be divisible by nine. Once the candles are in place, you will light them individually. Each time a candle is lit, you will speak, "I open the Black Gate into eternity."

With all candles being lit, you will then proceed to set up your altar in your own personal arrangement. You will then place the opened holy water to your left. Unsheathe your athame and hold it before you pointed to the center of your ritual space. You will then speak with a rising fervor, "By the black fires of Maergzjirah, I open this place to the Will of all that is cruel and evil. I bridge the planes so that the limitless hordes of demons may rise and join me in my eternal Work. I call upon the Lords of the Forgotten Hells: Cernobog! Eldraath! Zazazel! Hananjür! Dranimarsh! Illkeserod! Belnara! Kaziell! Astrael! I call you, your Servitors, and your legions into my House of Ineffable Suffering! This is where Gods come to die; subject to the malice and malevolent rigidity of a thousand blackened souls! Spirits of darkness! Malignant mindsets! Avatars of sadism, pain, suffering, torture, and death! Join me in this, a Grand point in the cosmos where the sun doth not shine! Infernal Spirits awaken!" The candles may be blown out, your tools moved; you may even be temporarily encumbered by the surge of energy that you are rendered unable to move.

Allow the wails to silence themselves and the energies to calm. You will regain your ability to move, act, and speak. Your third eye will be opened wider than it likely ever has before. Take notice to how the planar space of your ritual area has expanded itself far beyond

the physical limits set by the fibrous bounds of the material plane. See, feel, and hear every individual Demon and Spirit you just invited into your ritual space that is now present. Notice how they patiently wait for you to react. Do not speak. Draw blood from your left hand with the athame and allow the blood to drip into the holy water. Allow it to fill the bottle until the bleeding stops. Anoint your forehead with your blood and close the bottle. Swirl the holy water and your blood within the bottle until it has mixed. Open the bottle and pour it into your chalice. The bottle emptied, speak, "Kaziel, this is to remember what once was of the light has descended into darkness; what was once righteous has become the tyrant; the angel has become the demon; and alas, the light that once shone has died and all that remains is the darkness and the horrors that dwell within it. Demons and Spirits! Join me in honoring every entity, soul, mind, and mage that refuses to submit; that each shall Ascend to godhood; a Kingdom founded on the bones and marrow of our enemies and oppressors!" Sip only enough from the chalice to wet your palette. This feeling may nauseate or unsettle you, or in contrast, may bolster your senses beyond the human scope, which can lead to a momentary feeling of confusion or anxiety. Either way is normal. Try to enjoy it while it lasts. Allow a moment for the energy from within the chalice to permeate through the entire ritual space as it extends like tendrils of mist that swirl around in a manner similar to the black mist that descended from Belnara opening the Black Gate.

When your entire ritual space is enshrouded in a black fog (physically, psychically, or both), speak, "Cernobog, Black God of Maergzjirah! I continue the Infernal Bloodline with the Blood Pact as was first performed by Sybastien Druzziya. Come before my altar and partake of this ritual as you would see fit. Sacrifice of yourself as I have done to myself." If you cannot physically see Cernobog, you will then sense him with your third eye. (Due to the intensity of the ritual, psychological effects, psychic empowerment, and the infernal energies it would be uncommon not to see everything present with your mortal eyes). Proceed to hold the chalice with both hands and extend your arms as to offer the chalice to Cernobog. He will in turn release his essence into the chalice. Do not lower your head. In fact, this is a perfect time to take notice to the physical form and appearance of the Archdemons. Also, notice how Matrigal performs an infernal chant. This is to bind you to the Archdemons of the Black Court through his vampiric dominion.

Upon the Black God making sacrifice, you will then speak, "And the mortal became immortal; (wo)man has become a demon; and thus, the last light will still itself so that all that will remain is the darkness and the horror that I harbor within it." Drink a mouthful of the unholy elixir. This will, without a doubt stir you physically, mentally, and spiritually in ways that cannot be described in words. Allow the affects to overcome you in whatever way they manifest inside of you. Try to focus on the memories that will be flashing in your mind. Listen to the words of Dark Creation. Welcome the changes that are occurring.

When the feeling calms itself enough for you to regain your composure, move to the last candle you lit. Wet your index finger and thumb with what remains in the chalice. Still the candle's flame with the infernal blood elixir on your fingers and speak, "And the light dims further until all that remains is the blackness of the Abyss." This, you will execute for every remaining candle, moving in reverse order from how you lit them. Upon reaching the last

candle, you will retrieve it and return to your altar, where the candle will rest upon the center of the altar. Call to the Infernal legions you've summoned, "All that was once mortal; all that once knew compassion, care, love, and mercy lies within this flame. This is all that once remained of (state your mortal name). It cannot be allowed to exist any further. All that once was is no more!" To this you sip from the chalice and blow the mist of blood over the flame, stilling it.

In the darkness, use your demonic senses to see in this mixture of magickal and natural darkness. Focus your senses until you are able to see clearly and in enough detail everything as it was with the candles lit. Sheathe your athame. Now, this is the time to use your enhanced senses to converse and Work with every entity present if you so wish to.

When you are finished, speak, "The Black Gate has opened for us this night. A new Disciple has been born. The shroud of Maergzjirah has wrapped itself around my soul and tonight, I have become one with the Black Court. Spirits, Demons, Waywards, return to your place in the planes! Astrael! Kaziel! Belnara! Illkeserod! Dranimarsh! Hananjür! Zazazel! Eldraath! Cernobog! I have become one with you. Be ever watchful over me and beside me. Whisper your wisdom into my ears and guide my hand. Raise me up into Maergzjirah! Until next you hear my call, return to your place in the Hells."

The fiery, electric surge that rushes through you now will never fade. The more you advance your skill in magick, the stronger it will become. The more in tune you are with the Archdemons, the more you will find that you take on their powers. This rite is complete. It is customary in Cabal history to perform this during the Hour of Infernal Darkness during the Season of the Witch. This is to remember your vow and bond with the Archdemons and to further empower yourself. It has also proven to show how you've grown as a black magician and Disciple.